The Indian Games of Skill Market Analysis and Forecast, 2016-2022

Description: The global digital gaming industry is an expanse of a host of industry verticals ranging from software providers to game developers and investment firms to media firms. India, being home to a population of over 1.3 billion, holds immense potential to grow exponentially in the digital gaming industry. The country has a very clear definition for skill based games and is home to numerous start-ups and early age companies offering real money card based games and fantasy sports. Moreover, there is a significant inclination observed in the youth towards fantasy sports and real money based online poker.

The report a meticulous compilation of the diverse gaming types played online in India, which qualify to involve a dominant portion of skills, instead of chance. In addition to a thorough analysis of the push and pull forces balancing the market dynamics, special emphasis has been laid on the opportunities and their relevance. The report further provides market estimate and forecast information for the key gaming types according to the scope along with the key growth enablers and market players for each type.

A comparative analysis of the key players for poker, rummy, and fantasy sports is also an important inclusion of the report. Furthermore, to understand the ecosystem, the various segments of the value chain are also analyzed in the report. To gauge the attractiveness of the market in greater depth, the report includes sections of comparative analysis, key revenue models, and porter's five forces analysis.

The report involves a mix of 20+ companies chosen on the basis of their market developments, revenue generation and market share in the industry. The companies profiled in the report include Dream11, CricBattle Inc., Gaussian Networks Pvt. Ltd. (Adda52), Head Infotech India Pvt. Ltd. (Ace2Three), Play Games 24X7 Pvt. Ltd. (RummyCircle), Zynga Inc., NET Entertainment, and InnoPark India Pvt. Ltd. (Classic Rummy) among others.

Key questions answered in the report:
- What are the macro factors which affect the market currently?
- Which factors are currently driving the India Game of Skills market and how will the impact change through the forecast period?
- What factors are currently challenging the India Game of Skills market and how can they be addressed through the forecast period?
- What are the key growth areas for the industry stakeholders (Opportunity Analysis)?
- What are the key deciding parameters for the popularity of different gaming types?
- What is the prevalent skill based gaming type and what is the market size for each of them?
- How will the mobile gaming market fuel the skill based gaming market in India?
- Who are the key players in the Indian Game of Skills market?

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